GAMER
15th Sept 2025
devil may cry
Franchise Special

Release Time Line

Devil May Cry – August 23, 2001

Devil May Cry 2 – January 25, 2003

Devil May Cry 3: Dante's Awakening' – February 17, 2005

Devil May Cry 4 – January 31, 2008

Devil May Cry 5 – March 8, 2019

Devil May Cry

"Devil May Cry" is an action-adventure hack and slash video game developed and published by Capcom.

Devil May Cry

It was originally released for the PlayStation 2 on August 23, 2001, in Japan and later in North America and Europe.

Devil May Cry

The game follows the character Dante, a demon hunter who seeks revenge against the evil forces that have taken his family.

Devil May Cry

"Devil May Cry" is known for its stylish combat, intricate level design, and engaging story, which combines elements of Gothic horror and fantasy.

The game features a unique combat system that encourages players to perform combos and utilize various weapons, including guns and swords, to defeat enemies.

Devil May Cry

The game's success led to the development of several sequels and a franchise that includes anime adaptations, novels, and more.

The series is celebrated for its character design, fast-paced gameplay, and deep lore, making it a favorite among fans of action games.

Devil May Cry 2

"Devil May Cry 2," released on January 25, 2003, is the sequel to the original "Devil May Cry" game, developed and published by Capcom.

The game was directed by Hideki Kamiya, who did not return for this installment, leading to a different direction in gameplay and design.

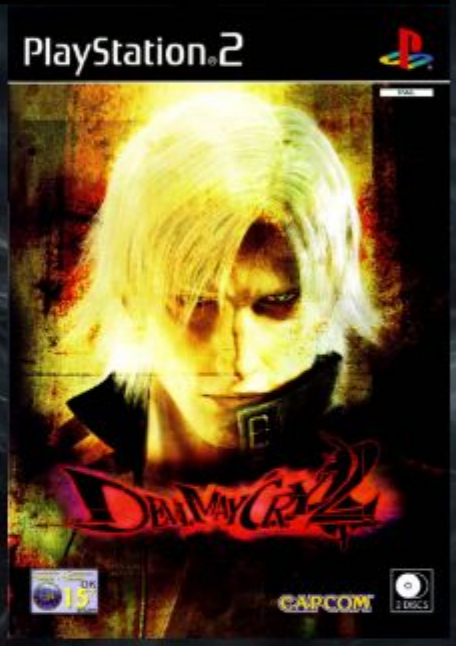
Devil May Cry 2

In "Devil May Cry 2," players can control two characters: Dante, returning from the first game, and a new character named Lucia.

The story involves Dante's attempts to stop the demon king from gaining power through a mysterious artifact called the "Amulet."

Devil May Cry®

Devil May Cry 2



The narrative is less focused than its predecessor, and players navigate through various levels filled with demons, puzzles, and formidable bosses.

Devil May Cry 2

The gameplay introduced several new mechanics, including improved character controls, the ability to move while shooting, and various weapons and abilities for both Dante and Lucia.

However, it received mixed reviews, with many critics pointing out that it lacked the same level of polish, challenge, and engaging story as the first game.

Devil May Cry 2

Despite these criticisms, "Devil May Cry 2" is remembered for its stylish gameplay and contributed to the ongoing development of the series.

While it may not have been as well-received as its predecessor, it still has a place in the franchise's history, leading to subsequent entries that refined the formula and garnered acclaim.

Devil May Cry 3: Dante's Awakening

"Devil May Cry 3: Dante's Awakening," released on February 17, 2005, is a prequel to the original "Devil May Cry" game and serves as the third installment in the series.

Devil May Cry 3: Dante's Awakening

Developed and published by Capcom, the game was directed by Hideki Kamiya and is notable for its engaging story, refined gameplay mechanics, and stylish combat.

Devil May Cry 3: Dante's Awakening

The game focuses on a younger Dante and explores his origins, including his relationships with his twin brother, Vergil, and other key characters. The storyline revolves around Vergil's quest to obtain power by unlocking the mysterious tower, Temen-ni-gru, summoning demons along the way.

Devil May Cry 3: Dante's Awakening

This setting allows players to experience Dante's character growth and the internal conflict between him and Vergil.

Devil May Cry 3: Dante's Awakening

Its stylish presentation, memorable boss fights, and well-developed characters contributed to it being considered one of the best games in the series and one of the standout titles of its generation.

Devil May Cry

Devil May Cry 3: Dante's Awakening

The game received critical acclaim for its fast-paced, fluid gameplay, challenging difficulty, and impressive visuals.

Success of "Devil May Cry 3" revitalized interest in the franchise, leading to further installments and solidifying its place in the action-adventure genre.

Devil May Cry 4

"Devil May Cry 4" is an action-adventure hack-and-slash video game developed and published by Capcom.

Devil May Cry

Devil May Cry 4

Released on January 31, 2008, for the PlayStation 3 and Xbox 360, and later for Microsoft Windows, it is the fourth installment in the "Devil May Cry" series.

Devil May Cry 4

The game follows two main characters: Dante, the series' iconic demon hunter, and a new protagonist named Nero, who possesses demonic abilities and a unique combat style.

Devil May Cry 4

The story revolves around Nero's journey to confront a mysterious cult and a powerful demon known as the Order of the Sword, while also intertwining with Dante's quest.

Devil May Cry

Devil May Cry 4

One of the game's notable features is its stylish combat system, allowing players to perform a wide range of combos and utilize various weapons and abilities, including Nero's Devil Bringer arm, which can grab and pull enemies.

Devil May Cry 4

The game was praised for its graphics, gameplay mechanics, and action sequences, although some critics noted its repetitive level design.

Devil May Cry 4

"Devil May Cry 4" was well received by both fans and critics and contributed significantly to the franchise's popularity, paving the way for future installments.

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Devil May Cry 5

"Devil May Cry 5" is an action-adventure hack-and-slash video game developed and published by Capcom.

Released on March 8, 2019, for PlayStation 4, Xbox One, and Microsoft Windows, it is the fifth main installment in the "Devil May Cry" series and serves as a direct sequel to "Devil May Cry 4."

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Devil May Cry 5

The game follows three primary characters: Dante, his twin brother Vergil, and a new character named Nero. The story centers around a mysterious invasion of demons in Red Grave City, sparked by a powerful demon tree called the "Qliphot.

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Devil May Cry 5

As the protagonists navigate this crisis, players witness the deterioration of Nero's relationship with the other characters and his quest to reclaim his demonic powers.

Devil May Cry 5

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Devil May Cry 5

Devil May Cry 5" is renowned for its stunning graphics, fluid gameplay, and deep combat mechanics that allow for different styles and approaches.

Each character has unique abilities and weapons that contribute to the extensive range of stylish combat options.

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Devil May Cry 5

The game also introduces a new mechanic called the "Devil Breaker," which allows Nero to equip various robotic arms, each with unique abilities that can be used during combat.

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Devil May Cry

Devil May Cry 5

The game was highly praised by both fans and critics for its engaging combat, character development, and overall presentation, and it won several awards, including multiple Game of the Year recognition's.

Devil May Cry

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Devil May Cry

Devil May Cry 5

With "Devil May Cry 5," Capcom was able to successfully revitalize the series, capturing the essence of what fans loved while introducing modern gameplay elements.

Devil May Cry

Devil May Cry Artwork

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